RULES SUMMARY

THE TURN

TURN SEQUENCE

1. Orders phase
1. Draw an order die from the dice cup and hand it to the appropriate player.
2. The player chooses one of his units and gives it an order. Place the order die next to the unit to show that it has received an order. Once a unit has been given an order it cannot be given another order that turn.
3. If necessary, the player takes an order test to determine if the unit follows the order.
4. The player executes the unit's resulting action.
5. Back to 1. Once all eligible units have received an order, the orders phase ends – move to the turn end phase.

2. Turn End phase
Remove order dice for destroyed units. Return remaining order dice to the cup, except for those units retaining an *Ambush* or *Down* order.

ORDERS

ORDER	SUMMARY OF ACTION
1 *Fire*	Fire at full effect without moving
2 *Advance*	Move and then fire
3 *Run*	Move at double speed without firing. Also used for assaulting
4 *Ambush*	No move/fire, but wait for opportunity fire
5 *Rally*	No move/fire, but lose D6 pin markers
6 *Down*	No move/fire, but gain an extra −1 to be hit

FUBAR!

If an order test roll comes up two sixes then not only is the order not given but the player must immediately roll on the chart below. Roll a die to find what action the unit takes.

FUBAR CHART

1 or 2	**Friendly Fire** The unit does not move and opens fire against a friendly unit, mistaking it for enemy. Place a *fire* order by the unit. The opposing player chooses the target. The target must have an enemy unit within 12″, as proximity to enemy is precisely what has caused the 'friendly fire incident'. If no such target is available the unit does not fire and goes *down* instead.
3, 4, 5 or 6	**Panic** The unit executes a *run* order and must move as fast as possible away from the closest visible enemy unit. If no enemy are visible the unit goes *down* instead.

TROOP QUALITY AND MORALE

QUALITY	MORALE	EXAMPLES
Inexperienced	8	Conscript, poor or little training, no combat experience
Regular	9	Normal training and some combat experience
Veteran	10	Special training (paras, commandos, marines) and extensive combat experience

OFFICER MORALE MODIFERS

Second Lieutenant	+1
First Lieutenant	+2
Captain	+3
Major	+4

MOVEMENT

TYPE	ADVANCE	RUN
Infantry	6″	12″
Tracked vehicle	9″	18″
Half-tracked vehicle	9″	18″
Wheeled vehicle	12″	24″

TERRAIN TABLE

TERRAIN CATEGORY	INFANTRY	ARTILLERY	WHEELED VEHICLES	TRACKED VEHICLES
Open Ground	OK	OK	OK	OK
Rough Ground	No Run	No*	No	No Run
Obstacle	No Run	No	No	OK*
Building	OK	No*	No	No (!)
Road	OK	OK	×2	×2

Key:

OK – The unit can move through the terrain without hindrance – this is the default or normal rate for all kinds of troops over open ground.

OK* –The unit can cross this kind of terrain without hindrance unless it has been designated as an anti-tank obstacle, or impassable bocage, or the equivalent, in which case it is impassable to all types of vehicle.

No Run – The unit cannot cross or move within this kind of terrain if undertaking a run action, but can cross or move over with an advance action.

No – The unit cannot enter or move within this kind of terrain at all.

No* – The unit cannot enter or move within this kind of terrain, except that it can be deployed within the terrain at the start of the game. In this case it cannot move once deployed. This represents situations where guns are 'dug in' to positions prior to the battle as discussed in the section on Artillery.

No (!) – The unit cannot enter or move within this kind of terrain, except that heavy and super-heavy tanks may move through and demolish some buildings in some situations. See the rules for buildings on p99.

×2 – The unit's move rate is doubled if it moves entirely along a road or track. This enables vehicles to move rapidly along roads where the opportunity permits.

VEHICLE MANOEUVRE

TYPE	ADVANCE	PIVOT (90°)	RUN	PIVOT (90°)
Tracked	9"	1	18"	None
Half-track	9"	2	18"	1
Wheeled	12"	2	24"	1

REVERSE MOVES

A vehicle can reverse straight backwards at up to half its standard *advance* rate unless it is a **recce** vehicle. A recce vehicle can reverse at its full *advance* rate and can manoeuvre as if driving forward.

SHOOTING

SHOOTING PROCEDURE

1. Declare target
2. Target reacts
3. Measure range and open fire
4. Roll to hit
5. Roll to damage
6. Target takes casualties
7. Target checks morale

HIT MODIFIERS

The basic chance of hitting a target is a roll of 3, 4, 5 or 6 on a die (i.e. a roll of 3+). The following modifiers apply.

Shooting at point blank range	+1
Per pin marker on the firer	−1
Long range	−1
Inexperienced	−1
Fire on the move	−1
Target is 'down' infantry or artillery	−1
Target is a small unit	−1
Target is in soft cover	−1
Target is in hard cover	−2

DAMAGE VALUE TABLE

Once a target is hit the minimum score indicated is required to score damage (i.e. 3+ is a roll of 3, 4, 5 or 6 on a die)

DAMAGE VALUE TABLE	
TROOPS AND SOFT-SKINNED TARGETS	**RESULT NEEDED**
Inexperienced infantry or artillery	3+
Regular infantry or artillery	4+
Veteran infantry or artillery	5+
All soft-skinned vehicles	6+
ARMOURED TARGETS	**RESULT NEEDED**
Armoured car/carrier	7+
Light tank	8+
Medium tank	9+
Heavy tank	10+
Super-heavy tank	11+

British Crocodile on the road

WEAPONS CHART

WEAPONS CHART

SMALL-ARMS

TYPE	RANGE	SHOTS	PEN	SPECIAL RULES
Rifle	24″	1	n/a	-
Pistol	6″	1	n/a	Assault
Submachine Gun (SMG)	12″	2	n/a	Assault
Automatic rifle	30″	2	n/a	-
Assault rifle	24″	2	n/a	Assault
Light Machine Gun (LMG)	30″	3	n/a	Team
Medium Machine Gun (MMG)	36″	4	n/a	Team, Fixed

HEAVY WEAPONS

TYPE	RANGE	SHOTS	PEN	SPECIAL RULES
Heavy Machine Gun (HMG)	36″	3	+1	Team, Fixed
Light automatic cannon	48″	2	+2	Team, Fixed, HE (D2)
Medium automatic cannon	72″	2	+3	Team, Fixed, HE (D2)
Anti-tank rifle	36″	1	+2	Team
PIAT	12″	1	+5	Team, Shaped Charge
Bazooka	24″	1	+5	Team, Shaped Charge
Panzerschreck	24″	1	+6	Team, Shaped Charge
Panzerfaust	12″	1	+6	One-shot, Shaped Charge
Light AT gun	48″	1	+4	Team, Fixed, HE (D2)
Medium AT gun	60″	1	+5	Team, Fixed, HE (D2)
Heavy AT gun	72″	1	+6	Team, Fixed, HE (D3)
Super-heavy AT gun	84″	1	+7	Team, Fixed, HE (D3)
Flamethrower (infantry)	6″	D6	+2	Team, Flamethrower
Flamethrower (vehicle)	18″	2D6	+3	Flamethrower
Light mortar	12″-24″	1	HE	Team, Indirect fire, HE (D3)
Medium mortar	18″-60″	1	HE	Team, Fixed, Indirect fire, HE (D6)
Heavy mortar	18″-72″	1	HE	Team, Fixed, Indirect fire, HE (2D6)
Light howitzer	(0/24″)-48″	1	HE	Team, Fixed, Howitzer, HE (D6)
Medium howitzer	(0/24″)-60″	1	HE	Team, Fixed, Howitzer, HE (2D6)
Heavy howitzer	(0/24″)-72″	1	HE	Team, Fixed, Howitzer, HE (3D6)

HE SHOTS

HE shells have a penetration modifier that is fixed to the HE value, and, in some cases, can result in more 'pins' on the target as shown on the chart below.

HE	PIN	PEN
D2	1	+1
D3	1	+1
D6	D2	+2
2D6	D3	+3
3D6	D6	+4

SHOOTING AT VEHICLES

ADDITIONAL PENETRATION MODIFIERS FOR HEAVY WEAPONS AGAINST ARMOURED TARGETS	
Vehicle's side or top armour	+1
Vehicle's rear armour	+2
Long range	−1

German Panther Ausf A

DAMAGE RESULTS ON ARMOURED TARGETS

DIE ROLL	EFFECT
1 or less	**Crew Stunned.** *The crew is stunned or momentarily overcome by smoke or shock.* Add one additional pin marker to the vehicle. Place a *down* order die on the vehicle or change its current order die to down to show that it is halted and cannot take a further action that turn.
2	**Immobilised.** *Part of the vehicle's tracks or wheels are blown apart.* Add one additional pin marker to the vehicle. The vehicle cannot move for the rest of the game. Place a suitable marker or token by the vehicle to show this. If the vehicle has already taken an action this turn flip the order die to *down* to indicate it has been brought to a halt. If a further immobilised result is suffered the crew abandon the vehicle and it is considered knocked out (see below).
3	**On Fire.** *The hit ignites either the vehicle's fuel or ammunition. The crew are driven into a blind panic, fearing to be trapped in a burning wreck.* Add one additional pin marker and then make a morale check for the vehicle. If the test is passed the fire has been put out or fizzles out of its own accord. Place a down order die on the vehicle or change its current order die to *down* to show that it is halted and cannot take a further action that turn. If the test is failed, the crew abandon the vehicle and it is considered knocked out (see below).
4, 5 or 6	**Knocked Out.** *The vehicle is destroyed and becomes a wreck.* Mark the vehicle in some fashion to indicate it is wrecked – a blackened cotton ball and/or an upside-down turret work quite well. Some players like to use models of wrecked vehicles instead. Either way, wrecks of armoured vehicles count as impassable terrain. If players prefer not to bother with wrecks, destroyed vehicles can be removed altogether, perhaps blown apart by an internal explosion leaving only scattered debris.

Superficial Damage – Roll D6-3
Massive Damage – Roll two results (see below)

Full Damage – Roll D6
Open-topped hit by indirect fire – Add +1

CLOSE QUARTERS

CLOSE QUARTERS PROCEDURE – INFANTRY VS INFANTRY

1. Declare target
2. Target reacts
3. Measure move distance and move assaulting models
4. Fight first round of close quarters
    a. Attackers roll to damage
    b. Defenders take casualties
    c. Defenders roll to damage
    d. Attackers take casualties
    e. Loser surrenders and is destroyed
5. Resolve draws – further rounds of close quarters
6. Winner regroups

INFANTRY ASSAULTING VEHICLES

Infantry cannot assault a vehicle making a run action unless subsequently immobilised or otherwise brought to a halt.

An infantry unit that is **not** equipped with anti-tank weapons must take and pass an order test with a –3 modifier when attempting to assault any kind of fully enclosed armoured vehicle.

Vehicles can fire their weapons at infantry starting their assault from more than 6" away and within the weapon's firing arc in the usual fashion. Recce vehicles can react by making an *escape* move as described on p95.

ROLL TO HIT	
Vehicle advancing	6
Otherwise	4, 5 or 6
Vehicle run	N/A

ROLL TO DAMAGE
Damage roll = number of hits scored + D6

If the vehicle is a soft-skin or open-topped it is destroyed if damaged. If it is an enclosed armoured vehicle roll on the Damage Results table. Infantry not armed with anti-tank weapons can only score superficial damage.

If the vehicle survives the assault is over and assaulting infantry regroup.

US Marines suppress Japanese bunkers with overwhelming firepower